

EUROPEAN GAME SHOWCASE 2025





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The European Game Showcase at GDC is a pro-bono event where 30+ European developers showcase their newest games to the press, publishers, and strategic partners. It's an invite-only event aimed at helping developers and their showcased projects take the next steps toward success.

♦ CORE MISSION

The event allows publishers, press, and partners to scout the newest productions from Europe exclusively and mix and mingle in a personal atmosphere with selected attendees.

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♦ WHO IS ORGANIZING THIS?

The main organization team of the event is (in alphabetical order) Dajana Dimovska, Eva Gaspar, Tobias Kopka, and Alessandra van Otterlo. The European Game Showcase receives support from many people and organizations across Europe, including Jakub Marszałkowski, Hanna Marszałkowska, Oliver Miescher, Micaela Romanini, Marco Accordi Rickards, and Simon Barratt.

WHY ARE WE ORGANIZING THIS?

This initiative spawned as an idea of four individuals with a developer and events organizer background who wanted to help European developers get better visibility and contacts to press, publishers, and strategic partners at GDC. This event is an initiative of us as individuals, but we are highly open to extending the reach and scope to include more organizers and supporters from participating countries.



TESTIMONIALS

"It is a great way to discover and connect with indies from Europe."

Christopher Heck - Business Development Manager Nintendo of Europe

"The European Game Showcase in San Francisco was quite a positive experience for us. It's a small business meeting with platform holders and publishers and only with some handpicked game projects. Within that small scope it was quite easy for us to get in contact with a representative of Sony. Two days later we already got access to Sony's back-end and we could order a devkit for our PS4 port."

Goran Saric - co-founder Okomotive, makers of Far: Lone Sails

"Showcasing Spitkiss at the European Games Showcase at GDC helped us secure essential platform contacts before release."

Simon Stålhandske - Co-founder, Triple Topping Games

"The European Game Showcase was one of the highlights of our GDC. It allowed us to meet and present our game to several publishers and potential partners in a dedicated showcase space, and also allowed us to meet many other incredible colleagues and developers working on their own games!"

Jorge M. Carvalho - Lead Developer at Whales And Games

"This is an awesome event! Highly recommended for both indies and publishers to attend."

Tim Symons - former Product Development Manager Nintendo Europe



SUPPORT THE EUROPEAN GAME SHOWCASE

AS A SPONSOR

- Admission to EGS at GDC 2025 for 2 team members
- Exposure as Sponsor of EGS at GDC 2025 via:
 - Logo on the Open Call submission form
 - Logo on the EGS website
 - Logo on the EGS Eventbrite page
 - Logo in all official EGS mailings
 - Space for a Sponsor rollup banner on site during EGS in San Francisco

The sponsor amount for this package is **EUR2.000** (excluding VAT where applicable)

AS A PARTNER

- ◆ Admission to EGS at GDC 2025 for **8 team members**
- Exposure as Partner of EGS at GDC 2025 via:
 - ◆ Logo on the Open Call submission form
 - Logo on the EGS website
 - Logo on the EGS Eventbrite page
 - ◆ **Logo** in all official EGS mailings
 - Promotional spot in the EGS social media profiles
 - Promotional spot in the EGS at GDC 2025 call for submission in December / January (and subsequent reminder emails)
- Space for a Partner rollup banner on site during EGS in San Francisco
- As a Partner, you will get one table where you can showcase a maximum of 2 games

The sponsor amount for this package is **EUR5.000** (excluding VAT where applicable)

